

## **DYNAMIC ACOUSTIC RENDERING**

### **ABSTRACT OF THE DISCLOSURE**

A method of acoustically rendering a virtual environment is described. The method includes receiving a subset of polygons derived for an acoustic display from a set of polygons generated for a graphical display. Acoustic reflections are determined from a sound source that bounce off of polygons in the subset of polygons to a listener position in the virtual environment. It is determined whether a polygon in the subset of polygons causes an occlusion of the sound source at the listener position, and a play list of sounds is generated based on the reflections and occlusions.